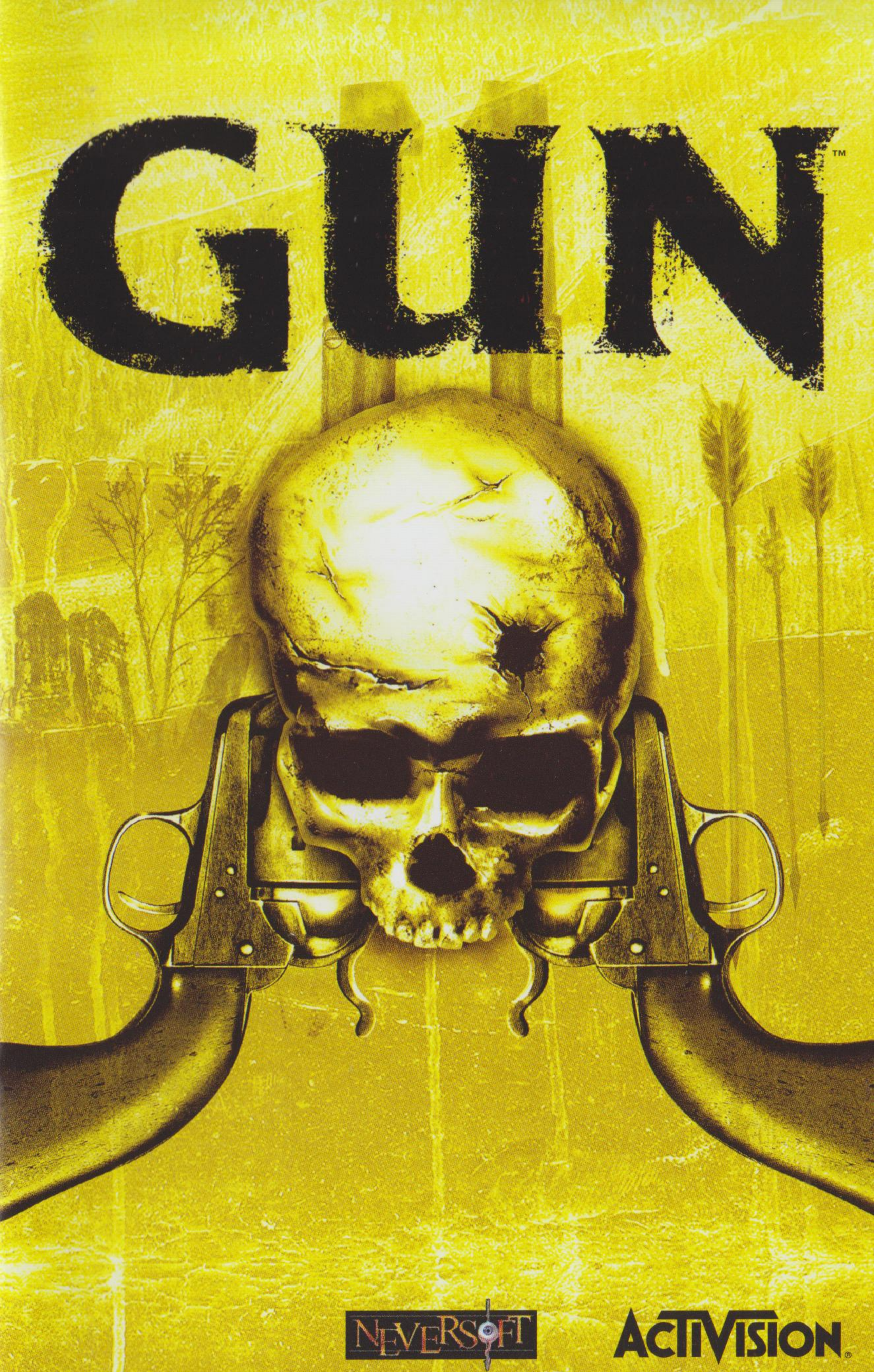
GUN™



NEVERSOFT

ACTIVISION®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53523

1 Player • Memory Card (8MB) (for PlayStation®2) : 110KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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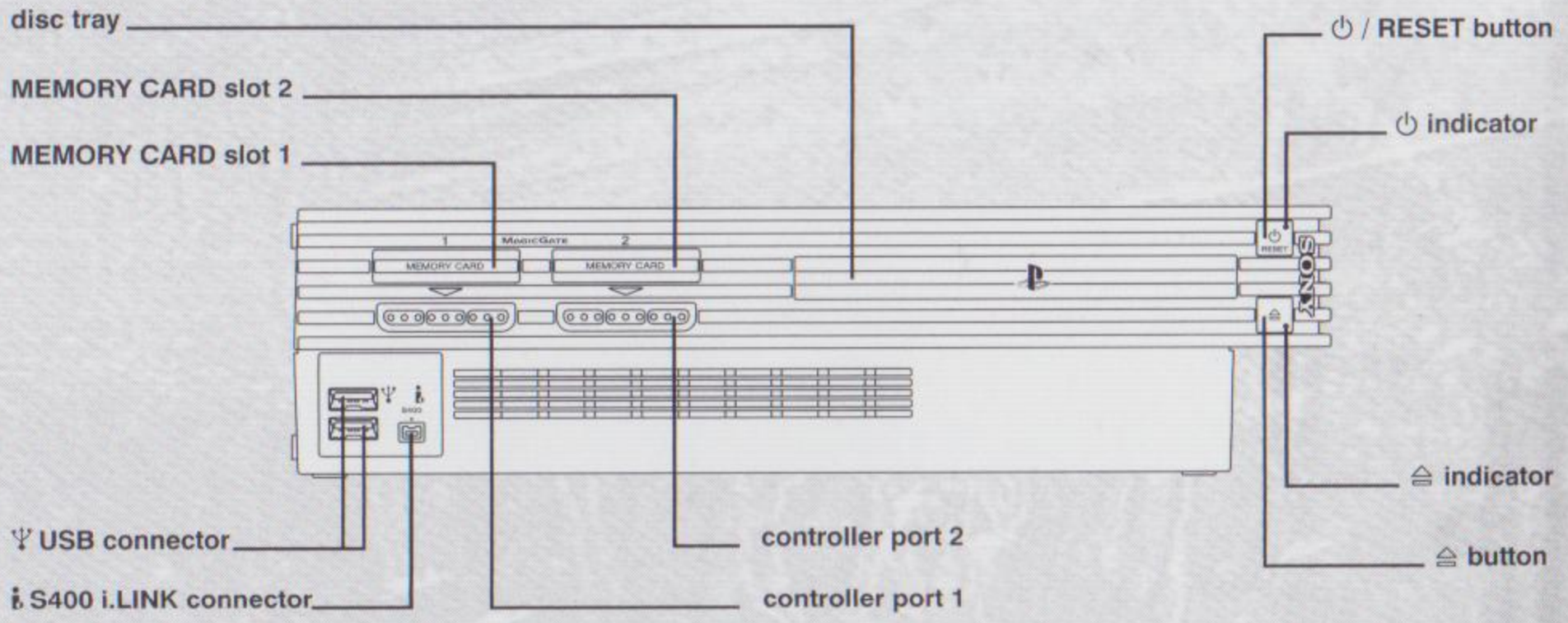
GETTING STARTED



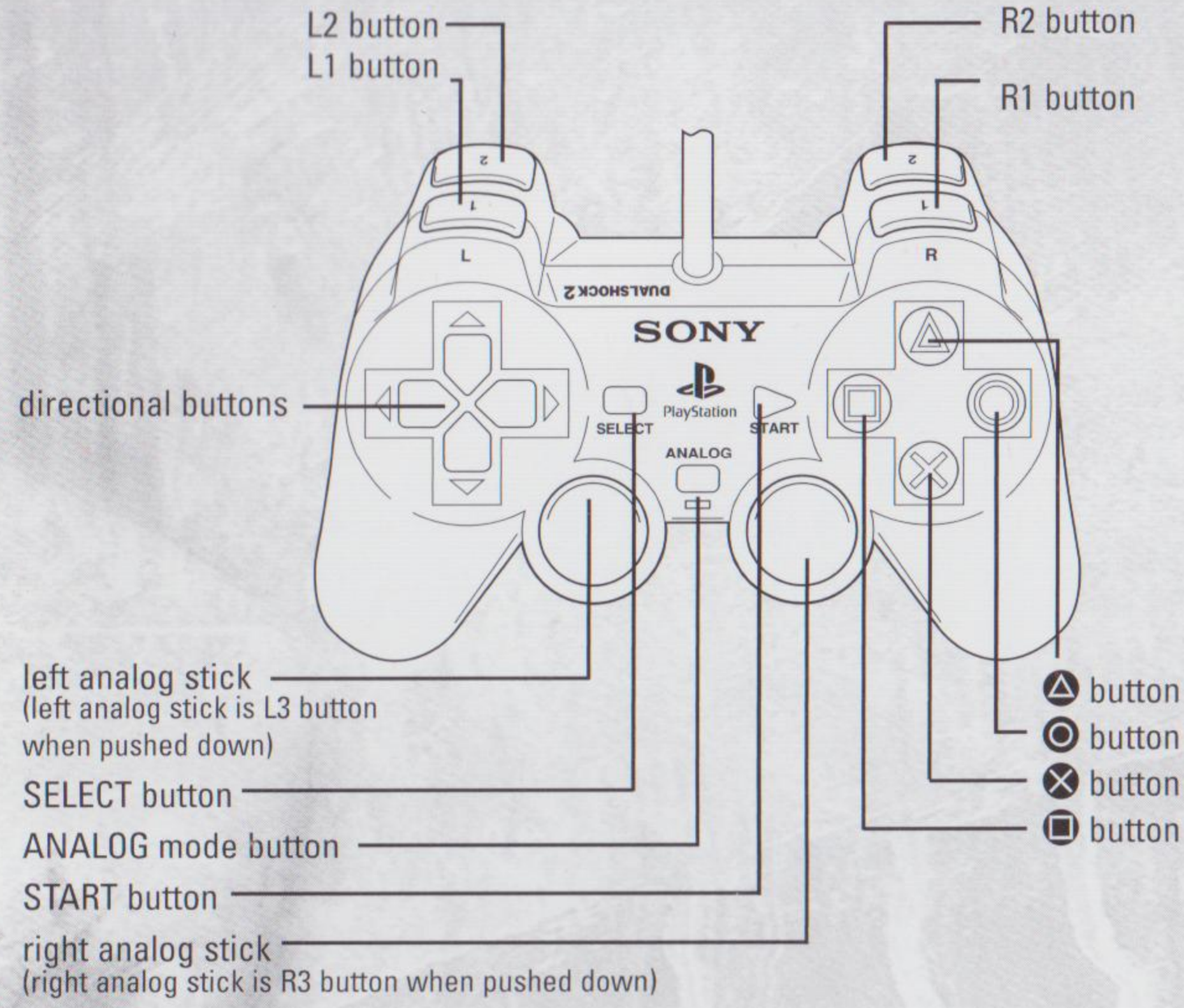
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens. Place the *GUN* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.
It is advised that you do not insert or remove accessories once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 before starting play.

GUN

Set in the untamed West of the late 1800s, *GUN* is a free-roaming action-adventure game that takes you to a world without laws—where greed, lust and murder are rampant. As Colton White, a vengeful gunslinger, you must straddle the line between good and evil in a showdown against corrupt lawmen, a murderous preacher, renegade army psychopaths, merciless outlaws and relentless warring tribes. Along the way, you'll wage war on horseback, collect bounties and protect whores. Travel through an action-packed landscape of high mountain wilderness, deserts and bustling territorial towns in an epic story of betrayal, greed and revenge.

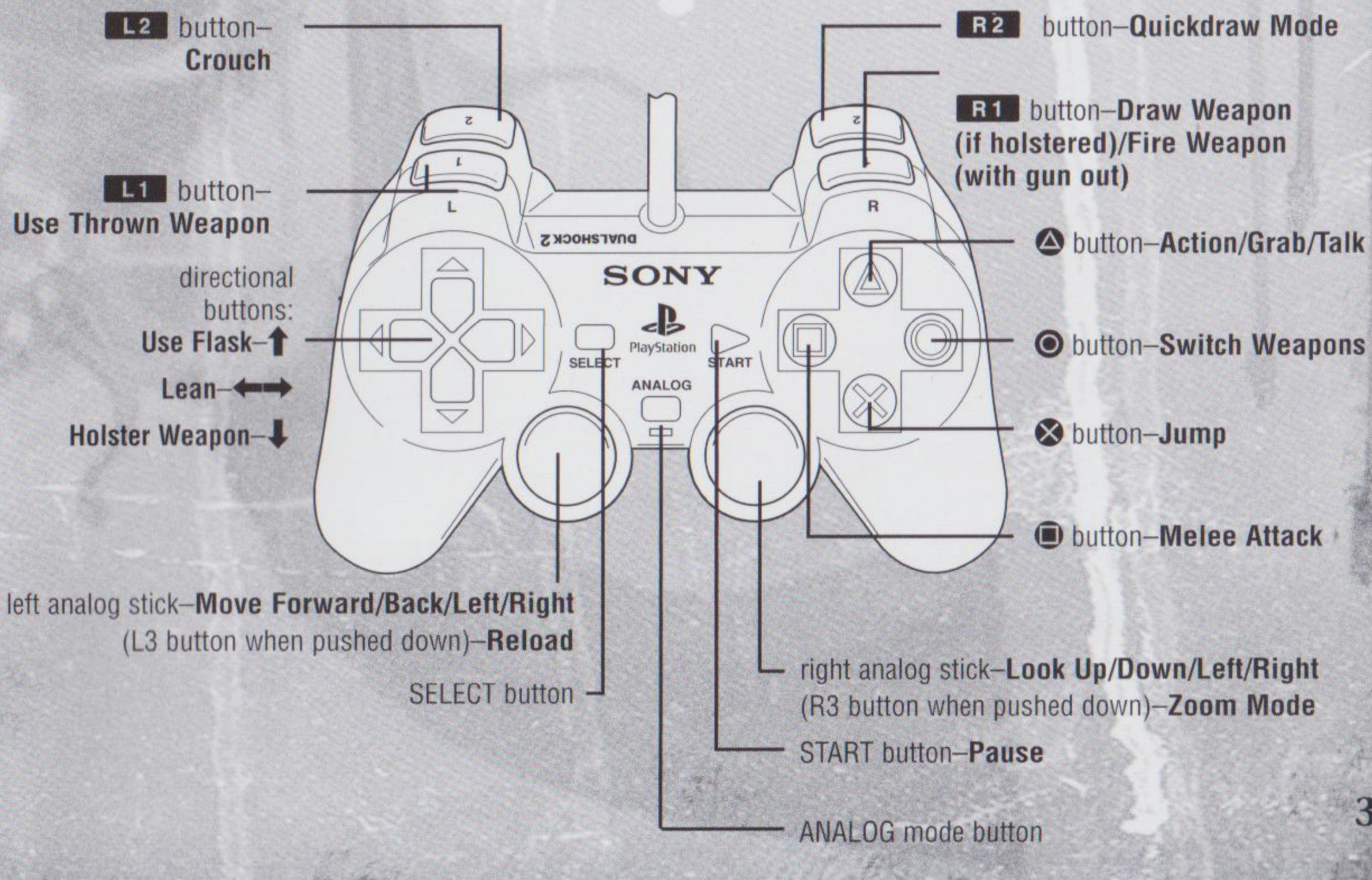
STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) COFIGURATIONS

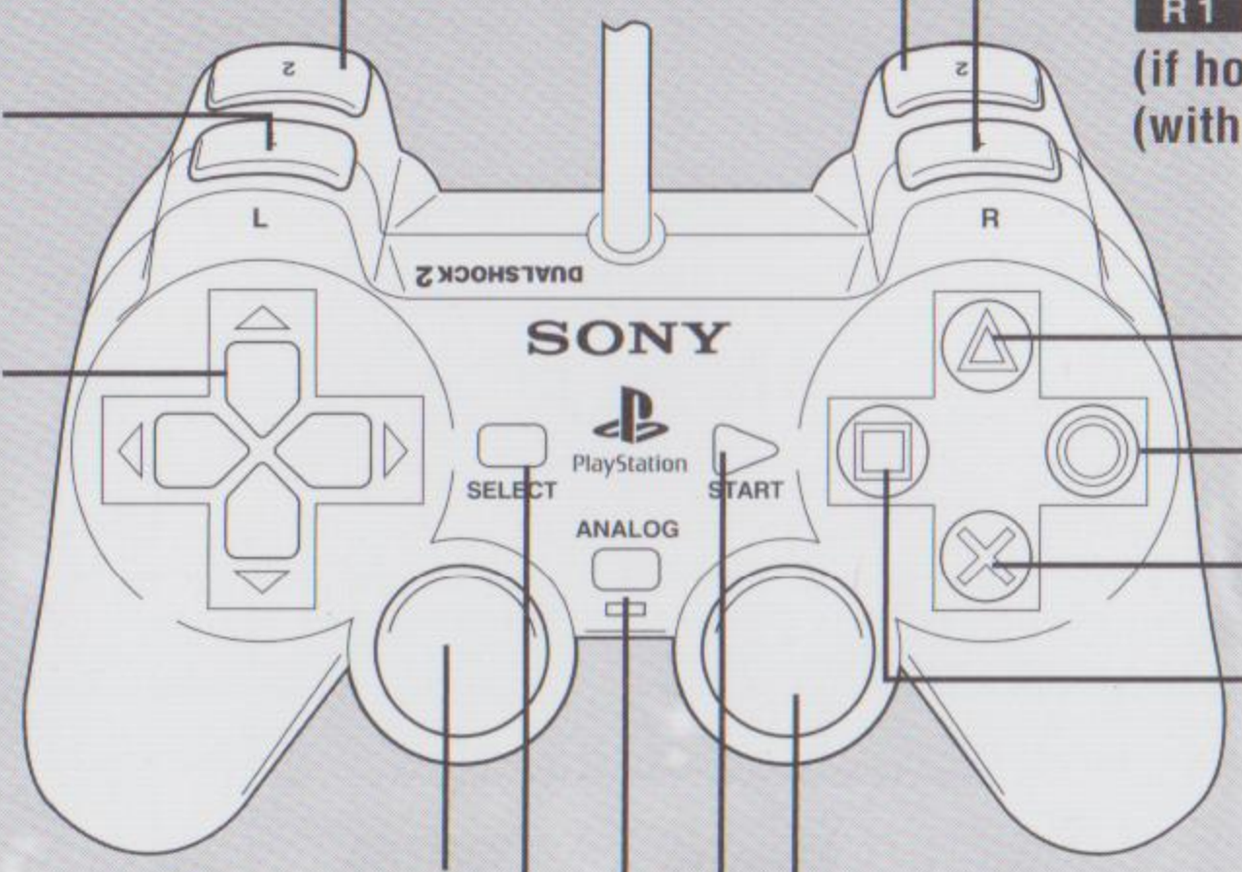


This title does not support the digital controller

CONTROLLING COLTON WHITE



Controls on Horseback



Basic Controls

△ Button:
Action/Grab/Talk/Scalp/Mount/Dismount/Use

□ Button: Melee Attack

✕ Button: Jump

○ Button: Switch to Pistol or Rifle (hold and use the directional buttons to select other weapons)

Right Analog Stick: Look

Left Analog Stick: Movement

R1 Button: Draw Weapon & Fire

R2 Button: Quickdraw Mode

R3 Button: Zoom (when rifle is equipped)

L1 Button: Use Thrown Weapons (hold to increase distance of throw)

L2 Button: Crouch

L3 Button: Reload

← Directional Button:
Lean Left

→ Directional Button:
Lean Right

↑ Directional Button:
Use Flask

↓ Directional Button:
Holster Weapon

Advanced Controls

Weapon Select: Press and hold the ◉ button plus ⬆, ⬇, ⬅ or ➡ on the directional buttons to select a different gun.

Charge Thrown Weapons: Press and hold the L1 button to "charge" the distance of a thrown item, making it fly further upon release.

Roll Manoeuvre: Hold the left analog stick either ⬅ or ➡ and then quickly double-tap the L2 button to do a roll Manoeuvre.

Grabbing opponents: When standing next to an injured or unsuspecting enemy, press the △ button to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the ◉ button. The enemy's health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the ◉ button.

Quickdraw: In Quickdraw mode, tap the left analog stick ⬅ or ➡ to toggle the auto-target between the different enemies on-screen.

Scalping: When standing over a dying enemy, you can scalp your opponent. Hold ⬇ on the directional buttons, then press the △ button. You must first purchase a scalping knife to scalp.

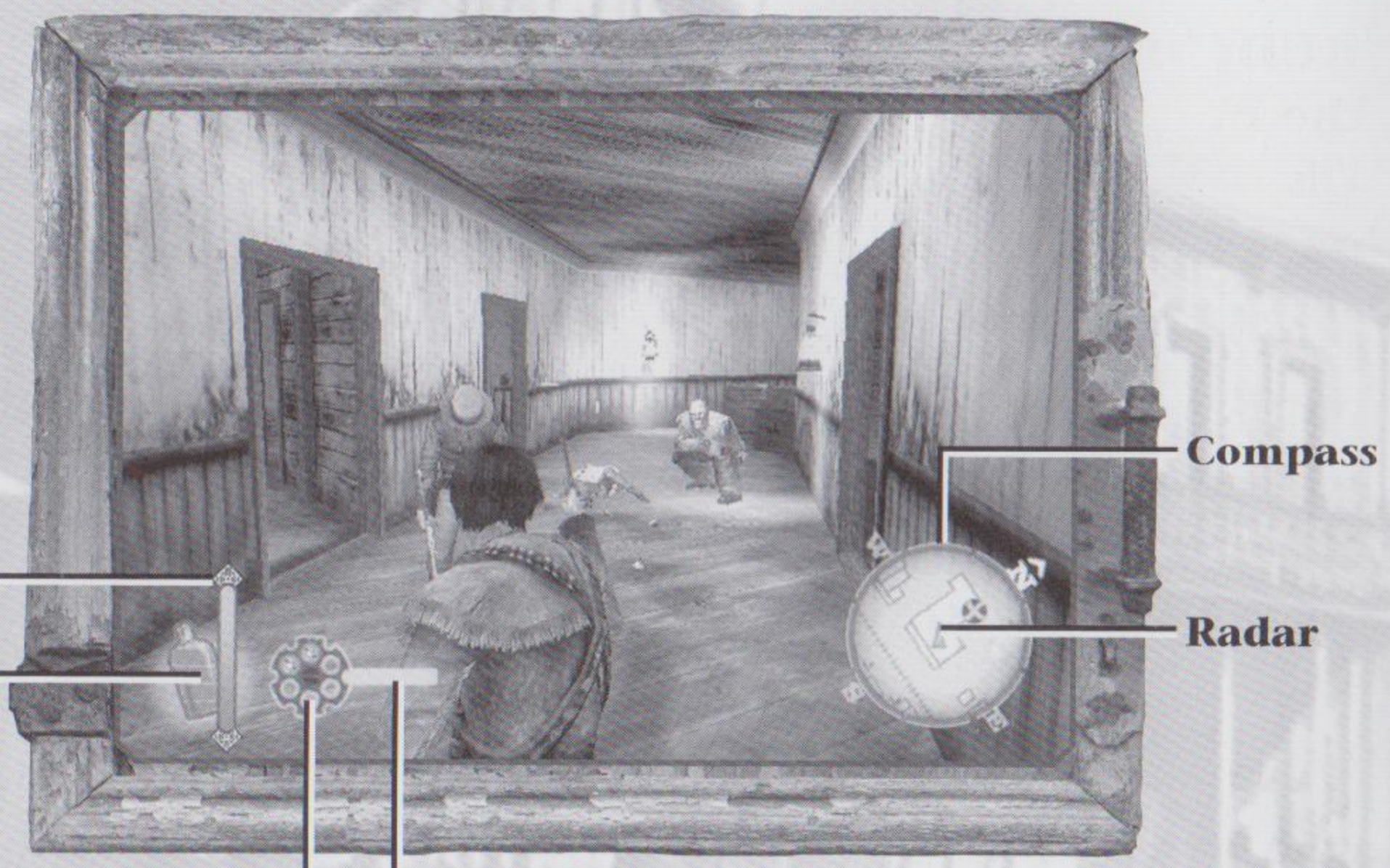
On Horseback

⊗ **Button:** Jump to avoid obstacles. Hold the ⊗ button for a longer distance jump.

L2 **Button: Spur/Gallop**—Accelerate to the maximum speed for a set amount of time. Press to spur, hold to gallop. Spurring your horse too much will tire it out or even cause the horse to die.

◉ **Button: Rear Up/Skid Attack**—The horse stands on its hind legs and kicks its front legs. While turning, hold the ◉ button and a direction on the analog stick to perform a high-damage skid attack. If the analog stick is held straight back, the horse stops quickly. If no direction is held, the horse slows down.

HEADS-UP DISPLAY (HUD)



Radar/Compass

Enemy positions are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

Weapon Usage

R1 Button: Use firearm.

● Button: Use melee weapon.

L1 Button: Use thrown weapon. Hold the **L1** button to charge the distance of a thrown weapon.

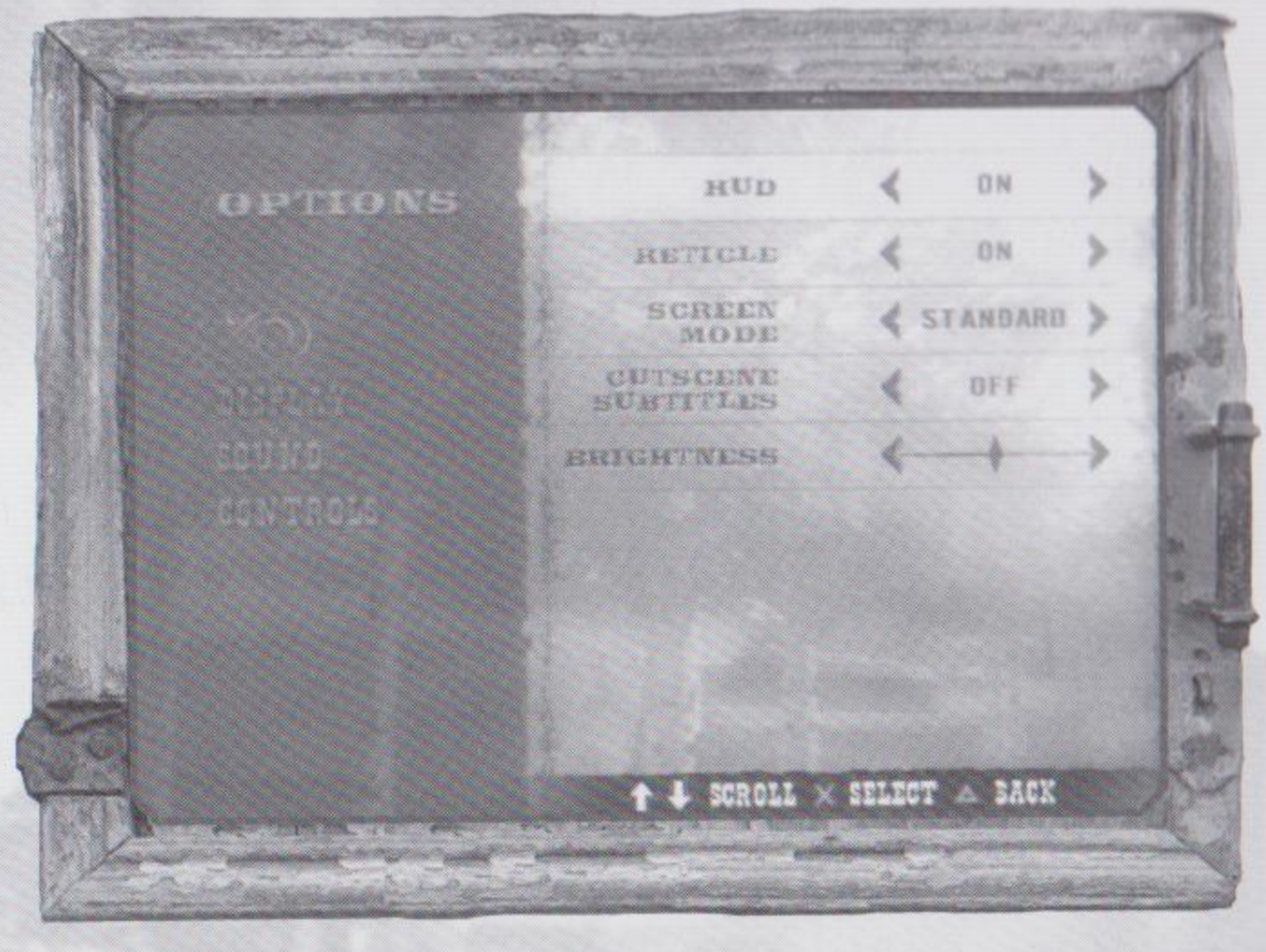
MENU OPTIONS

Display

HUD: Toggle the Heads-Up Display (HUD) on or off.

Reticle: Toggle the aiming crosshair on or off.

Screen Mode: Choose between standard and widescreen aspect ratio.

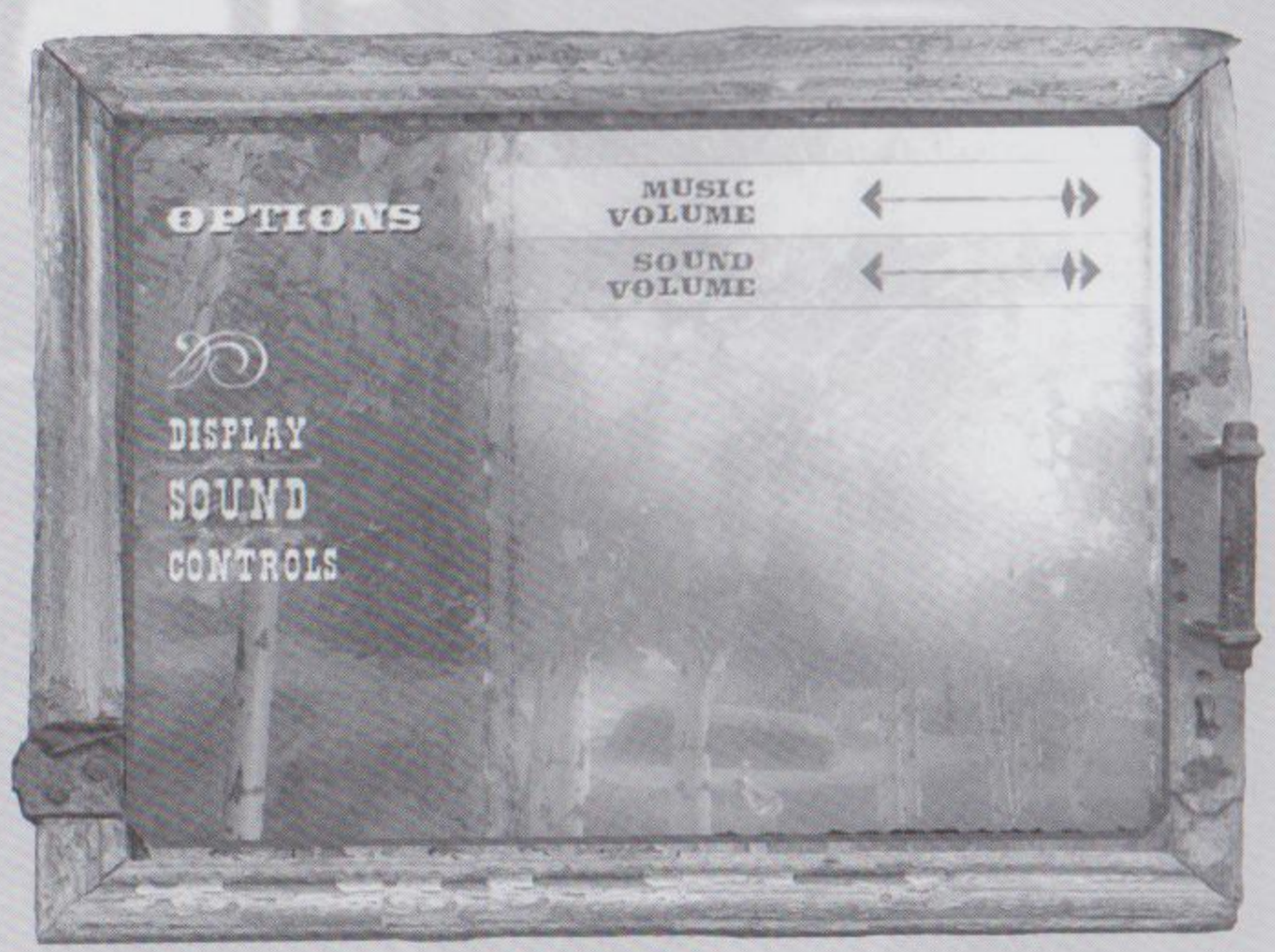


Cutscene Subtitles: Toggle cutscene subtitles on and off.

Brightness: Adjust the game brightness.

Sound

Adjust the sound and music volumes from this menu.



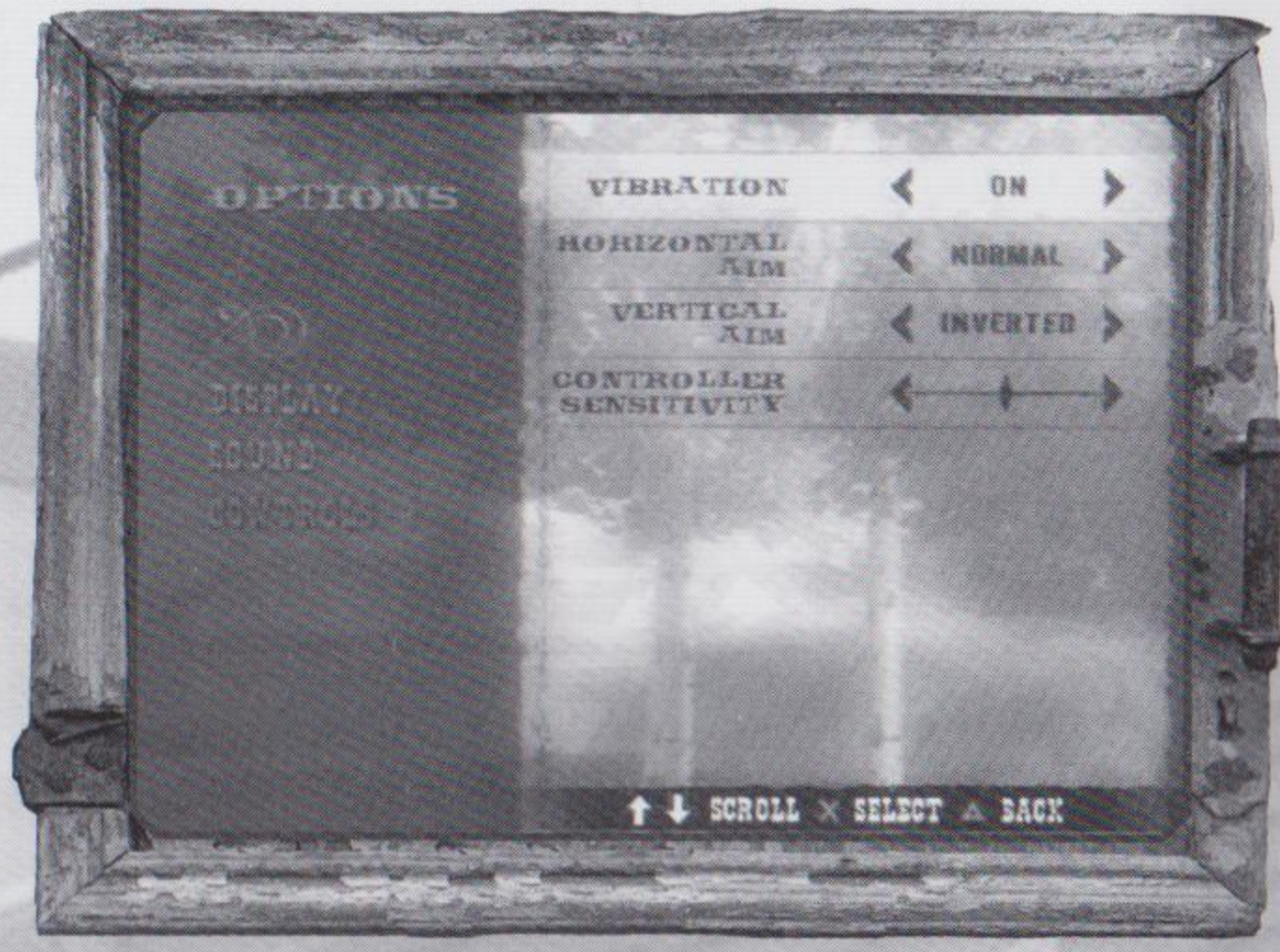
Controls

Vibration:
Toggle vibration on and off.

Horizontal Aim:
Invert horizontal aim.

Vertical Aim:
Invert vertical aim.

Controller Sensitivity:
Adjust the sensitivity of your left and right analog sticks.



Save Game

Load or save your game.

PAUSE MENU

Maps

Never find yourself lost in the world of *GUN* by using the in-game map.

Saddlebag

To check your arsenal and switch weapons, press the **START** button to enter the Pause Menu, highlight the Saddlebag option, then press the ⊗ button to confirm.

Along his path, Colton acquires many different weapons which differ in power, damage, range and rate of fire. Colton can equip his weapons from the Saddlebag option in the Pause Menu.

In the Saddlebag, Colton can view his available guns, throwing and melee weapons and select which one to use. From the Pause Menu, highlight Saddlebag and press the ⊗ button. At the Saddlebag menu, highlight Weapons and press the ⊗ button, then select the category of weapon to view and equip. Press the ⊗ button when the desired weapon is selected to make it available for use in-game.

SAVING & LOADING

To save a game, you'll need at least 52KB of free space available on your memory card (8MB) (for PlayStation®2). You can create additional free space using the consoles internal browser.

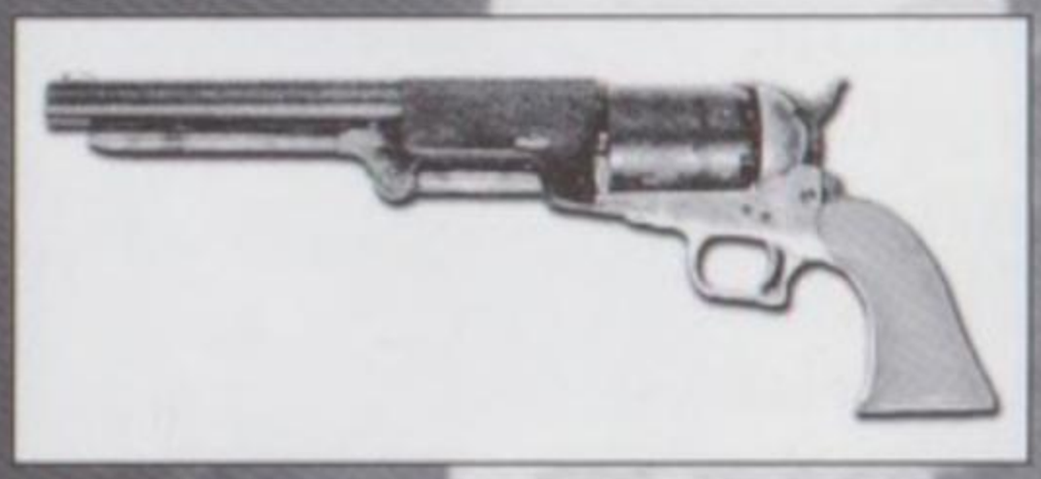
To load a previously saved game, select Load Game from the Options Menu.

WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the Pause Menu.

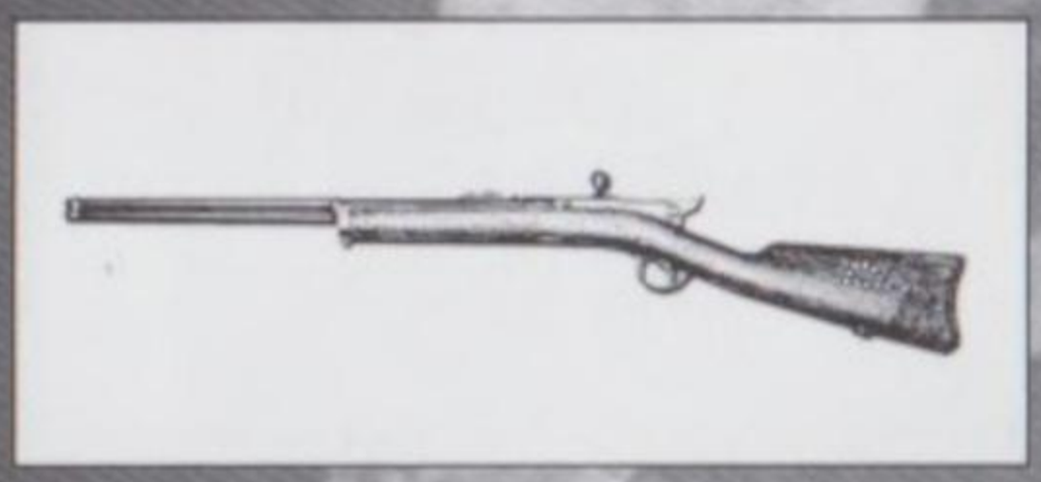
Pistols

Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time and cause medium damage.



Rifles

Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns

Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.

Melee

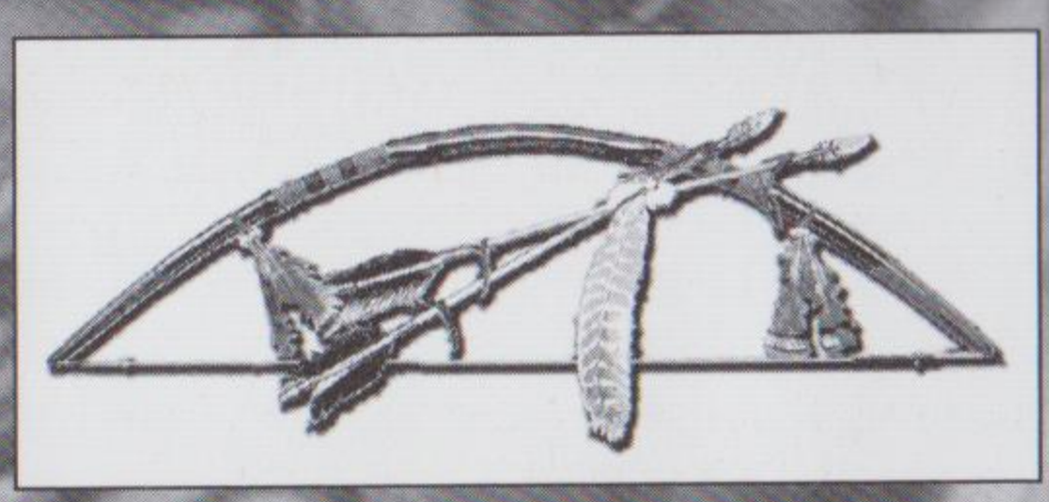
Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.

Thrown

Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high explosive damage.

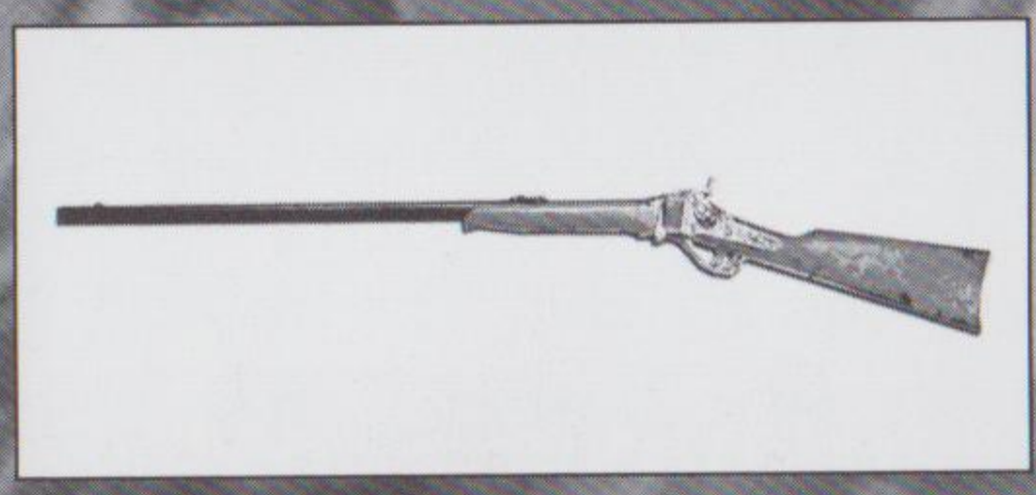
Bows

Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters

Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the R2 button to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow-motion with the view zoomed in, allowing for more precise targeting.

When you first press the R2 button, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Press the **R3** button to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault. You can zoom with **bows**, **rifles** and **sharpshooters**.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have high-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a tighter zoom than rifles.

Using Cover

Use objects, rocks or buildings in the world to provide cover when being attacked. Use cover wisely to catch your breath, create a strategy, time your shots and provoke enemies, all while being reasonably protected.

Working with Allies

Use allies (posse members, gang members, Apaches, townspeople, etc.) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, or that nugget you see may be nothing but Fool's Gold.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Rescue – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never be the same. Colton is driven on a quest to discover who he is. In the process, he ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.

Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling whorehouse, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.

Thomas Magruder

Thomas Magruder served for the "other side" in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded "Black Train." He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He's determined to complete this quest, no matter who or what gets in his way.

Hoodoo Brown

He's the mayor, justice of the peace and coroner of the territory's bustling centrepiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the "law" as he sees fit. His deputies enforce his will, making sure any "troublemakers" meet their fate at the end of a very short rope.

Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumour has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.

CREDITS

Designed and Developed by

Neversoft Entertainment

Development Team

Kristina Adelmeyer, Nassim Ait-Kaci, Ron Alpert, Jon Bailey, Ted Barber, Ben Bell, Jacob Biegel, Ari Bilow, Brian Bright, Ted Brown, Brad Bulkley, Clive Burdon, Matt Canale, Anthony Carotenuto, Michael Carr, Jun Chang, Tyler Chiocchio, Dan Chisholm, Jacque Choi, Pat Connole, Anna Contessa, Dave Cowling, Ralph D'Amato, Lisa Davies, Max Davidian, Peter Day, Dana Delalla, John Dobbie, Zac Drake, Karl Drown, Mike Esposito, Chad Findley, Andy Firth, Alan Flores, Allen Freese, Mike Friedrich, Steve Gallacher, Jake Geiger, Andy Gentile, Chris George, Olin Georgescu, Jason Greenberg, Rock Gropper, Kurt Gutierrez, Aaron Habibipour, Mike Hall, Kendall Harrison, Tom Hess, David Hind, Kristin Ingram, Gary Jesdanun, Joel Jewett, Sandy Jewett, Henry Ji, Garrett Jost, Ryan Juckett, Andrew Kalmbach, Hari Khalsa, Daryl Kimoto, Joe Lamas, Scott Lawlor, Allan Lee, Ed Li, Aaron Limonick, Greg Lopez, Sanjay Madhav, Ryan Magid, Andy Marchal, Jason Maynard, Tim McGrath, Ismael Medrano, Randy Mills, Jeff Morgan, Kevin Mulhall, Daniel Nelson, Nolan Nelson, Gilbert Ngo, David Nielsen, Josh O'Brien, Stephen Okasaki, Brian Oles, Johnny Ow, Jeremy Page, Chris Parise, Chris Peacock, Scott Pease, Anthony Pesch, Cody Pierson, Rulon Raymond, Avi Renick, Jeremiah Roa, Paul Robinson, Mike Roloson, Lee Ross, Dave Rowe, Jon Rush, Matt Russell, John Sahas, Beth Sanborn, Anthony Saunders, Stuart Scandrett, Davidicus Schacher, Mark Scott, Aaron Skillman, Gideon Stocek, Damian Stones, Todd Sue, Carlo Surla, Jeff Swenty, Darren Thorne, Lucy Topjian, Thai Tran, Jason Uyeda, Todd Wahoske, Fred Wang, Chris Ward, Sam Ware, John Webb, Mark Wojtowicz, Tao Zheng, Peter Chang, Zach Martin, Ricardo Hernandez, Collin Brookfield, Niam Erfani, Jeff Vieira

Shaba Studios

Adam Ruja, Bradley Fulton, Chris Scholz, Danny Burbol, Jon Menzies, Kevin Burnell, Noah Zilberberg, Paul Kwinn, Rick D'Aloisio, Robert Morgan, Ryan Smith, Tamsen Mitchell, Tim Erbil, Tim Lander, Vince Riley, William Houng

Published By

Activision Publishing, Inc.

Producer
Irwin Chen

Associate Producer
Chuck Park

Production Coordinators
Ian Moreno, Brinton Williams, David Farkas

Production Testers
Phil Rilatos, Joshua Gill

Executive Producer
Steve Ackrich

VP, North Amer. Studio
Giancarlo Mori

Localization Assoc. Prod.
Brian Diggs

Localization Prod. Coordinator
Kop Tavornmas

CENTRAL TECHNOLOGY

VP of Technology
Steve Pearce

Sr. Art Director
Alessandro Tento

Technical Art Director
Kevin Chu

Additional Animation, & Programming by Central Technology
Paul Lee, Jamie Egerton, Pat Griffith, Carl Schnurr, Trevor Walker

Story Written by
Randall Jahnson

VOICEOVER ACTORS

Colton White
Thomas Jane

Thomas Magruder
Lance Henriksen

Reverend Reed
Brad Dourif

Hoodoo Brown
Ron Perlman

Clay Allison
Tom Skerritt

Ned White
Kris Kristofferson

Many Wounds, Fights-At-Dawn
Eric Schweig

Stone Hand, Native American 1
Jay Tavare

Native American 2
Myrton Running Wolf

Jenny
Kath Soucie

Soapy Jennings
Dave Wittenberg

Campbell
Jim Connor

Hollister, Additional VO
Marc Graue

Port, Additional VO
Bryce Johnson

Honest Tom, Add. VO
Frank Collison

Rudabaugh, Add. VO
Wade Williams

Webb, Additional VO
John Getz

Chavez y Chavez, Additional VO
Armando Valdes-Kennedy

Additional VO
Stephen Stanton, Andrew Kishino, Nolan North, Nick Guest, Grant Albrecht, Robin Atkin Downes, Phil Proctor, Dwight Schultz, Fred Tatasciore, Vanessa Marshall, Cathy Cavadini

VO Casting & Direction
Womb Music—
Margaret Tang

VO Recording & Editing
Womb Music—
Rik Schaffer
Devon Bowman

Music Composed by
Christopher Lennertz

Global Brand Manager
Tom Silk

Dir., Global Brand Mgmt.
Kim Salzer

VP, Global Brand Mgmt.
Dusty Welch

Public Relations Mgr.
Peter Binazeski

Publicist
Kehau Rodenhurst

Junior Publicist
Megan Korns

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead
Steve Peterson

Senior Project Lead
Evan Button

Night Shift Leads
Ryan Ruff, James Davis

Night Shift Sr Proj. Lead
Frank So

Third Shift Leads
Robert Tai, Jimmy Nguyen

QA Manager
John Rosser

Floor Leads
Byron Brazil, Mathew Solie, Jon Sheltmire, Jason Naglic, Kris Kauthen

Database Managers
Evan Wingate, Wayne Williams

Testers
Adam Azami, Alex Shor, Art Ebrahimian, Bay Grabowski, Byron Taylor, Cesar Muralles, Charlie Barkhorn, Chris Hunter, Christopher Ramos, Christopher Self, Colin Brookfield, Conor Cook, Daniel Kim, Daniel Simoneit, Darine Pokawatana, Dave Powers, David Gamez, David Martinez, David Paplia, Denny Barnes, Derek Pietila, Dylan Payette, Elliot Ehlig, Geoffrey Olsen, George Walker, Glenn Cristobal, Gregg Kuwahara, Henry Djin, Ian Alvarez, Issei Nakamura, Ivan Arzate, Jared Bailey, Jason Avila, Jason Kramer, Jason Lee, Jason Norby, Jeff Riffo, Jeff Ryden, Joe Pardo, John Caminiti, John McCurry, Jonathan Dilley, Joseph Ziegler, Josh Lebeau, Keoni Kakugawa, Kevin Jones, Kirt Sanchez, Kristoph Fredrick, Larry McZeal, Lemuel L. Castro, Marty Quinn, Matthew Brannon, Matthew Foley, Matthew St. John, Michael Yang, Mike Evans, Mike Niederquell, Mike Woodley, Musa Datti, Nikolaus Doner, Philip Mendez, Phyrun Deab, Ray Broomfield, Robert Heck, Roderick Erwin, Ronald Whitmore, Ronen Price, Ryan Downing, Ryan McCullough, Tim Irvin, Tony Baldessari, William Bibbiani

Manager, QA Night Shift
Adam Hartsfield

Manager, QA Third Shift
Jason Levine

Sr. Manager, Technical Requirements Group
Marilena Rixford

Sr. Lead, Technical Requirements Group
Siôn Rodriguez y Gibson

Project Lead, Technical Requirements Group
Aaron Camacho

Testers, Technical Requirements Group
Sasan Helmi, Marc Villaneuva, Robert Lara, Kyle Carey, Brent Toda, Christopher Keithley, Don Nichols, David Wilkinson, Jason Harris, Keith Kodama, Teak Holley, Tomohiro Shikami

Activision Special Thanks
Mom and Dad
Mike Griffith, Ron Doornink, Kathy Vrabeck, Chuck Huebner, Robin Kaminsky, Bobby Kotick, Brian Kelly, Blaed Hutchison, Mimi Vu, Gary Pfeiffer, Erick Fernandez, Tom Hays, Phil Terzian, Mike Larson, Amy Longhi

Cutscene Sound Design & Mixing
Fury & Grace

Creative Agency & Intro Movie
Creative Domain

Video
Brass Knuckles
Failsafe

ACTIVISION UK

Senior VP
Tricia Bertero

VP - UK, Emerging Markets & European Marketing
Roger Walkden

Head of Publishing Services
Nathalie Ranson

UK Marketing Director
Scott Morrison

Marketing Manager
Tim Woodley

Senior Localisation Manager
Tamsin Lucas

Senior Localisation Project Manager
Mark Nutt

Localisation Project Managers
Simon Dawes, Charlotte Harris, Corinne Callois

Creative Services Manager
Jackie Sutton

PR Manager UK/ROE
Suzanne Panter

European Operations Manager
Heather Clarke

Production Planners
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Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require.

This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

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